

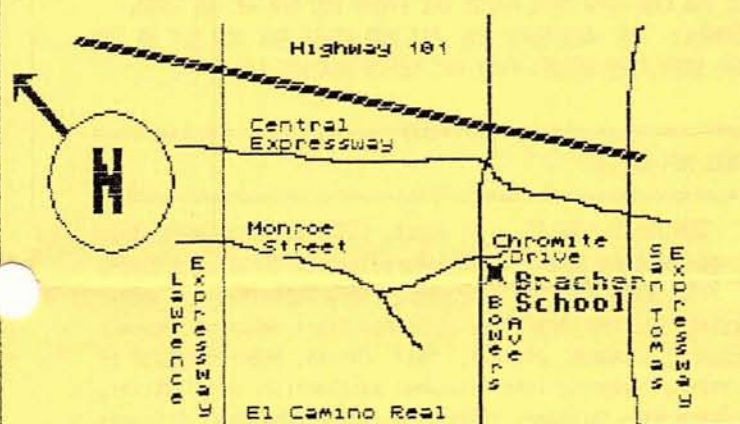


\$2.00
USA

NEWSLETTER

July 1987

ATTENTION! Meeting Location



Next Meeting - Monday - July 6, 1987

**Bracher School Cafeteria
Corner of BOWERS & CHROMITE
in SANTA CLARA, CA
from 7:00 P.M. to 9:45 P.M.**

B.A.A.U.G. Roster of Officers:

President:

Mike E. Burnham (408) 247-0989

Vice-President:

Kathy Standiford (408) 789-4920

Secretary:

Simon Cotton (408) 296-1628

Treasurer:

Pete T. Cardamone Jr. (408) 996-3839

Software Librarians:

S-BIT: Bill Richardson (408) 446-2242

ST: Bruce Coleman (408) 288-7376

Document Librarian:

Doug Thompson (415) 961-0353

Bulletin Board & Sysop:

Greg Khanich (408) 358-1520

Newsletter Co-Editors:

Joe Fischer (408) 988-3065

Frank P. Nagle (408) 720-8131

Program Chairman:

Alex Tweedy (415) 424-8190

Member-at-Large:

Sue Tempey (415) 967-7629

Past President:

Frank P. Nagle (408) 720-8131

Baaug was founded by
John Crane & Clyde Spencer

Inside This Issue!

- o June Meeting Minutes
- o Computer Swap Meet
- o Atari Now on Bix and Genie

- o Republication of New Products Announcements
- o Knarf's Corner is Back
- o There is Nothing on the "World of Atari" Expo; SORRY!!!



Bay Area Atari Users Group



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MINUTES OF THE JUNE 1, 1987 MEETING OF THE
BAY AREA ATARI USERS GROUP.

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The meeting was called to order at 7:00PM by Vice President, Kathy Standifird. Kathy explained to the group that President Mike Burnham was up in Oakland at a pre-Expo meeting with Atari and other user group representatives; and that Greg Kranich, BAAUG BBS SYSOP, would bring tickets, flyers and information to the meeting.

ST Disk Librarian, Bruce Coleman, presented information about the June ST disk of the month. He also commented about a meeting with Atari that he had attended for the Expo.

Bill Richerson, 8-Bit Disk Librarian, stated that he did not have a June disk available for the sale that night.

Joe Fischer, Newsletter Editor, went through the mail BAAUG had received during the month and mentioned several sales that various vendors will be having.

Greg Kranich arrived with the tickets and flyers and spoke about the up-coming Atari Expo. Ticket cost to BAAUG will be \$2.50 each. BAAUG will re-sell the tickets for \$3.50 each and the extra dollar will go into the group's treasury. Greg encouraged everyone to sign up and take extra tickets to sell to friends and acquaintances.

Mark Jansen from Atari answered questions brought up by the group during our random access period.

The official portion of the meeting was adjourned at 8:10 and the group continued after that to the evening's swap meet, to purchase the Expo tickets, and to visit among themselves.

Respectfully submitted,
Kathy Standifird
Vice President

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PRESS RELEASE: BAY AREA COMPUTER SWAP, JULY 11TH, 1987, COW
PALACE, SAN FRANCISCO, CALIFORNIA

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The BAY AREA COMPUTER SWAP is a one-day personal computer swap meet where thousands of new and used products will be available for immediate purchase by show attendees.

Retailers, manufacturers, distributors and individuals will offer outstanding savings on a wide variety of hardware and software products for business, education, entertainment, hobby and home use. Accessories, supplies, peripherals and complete personal computer systems representing hundreds of brand names will be available to shoppers at discount prices.

The BAY AREA COMPUTER SWAP will run for one day, Saturday, July 11th, 1987 at the Cow Palace in San Francisco, California. The show will open to the public from 10:00 am to 5:00 pm. Admission is \$5.00. Children under 12 are free.

For exhibitor and show information, call or write MICROSHOWS, 1209 Donnelly Avenue, Suite 203, Burlingame, CA94010. Telephone (415) 340-9113

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EDITOR'S NOTE: MOST OF YOU SAW ALL OF THE FOLLOWING ANNOUNCEMENTS WHEN I RAN THEM IN PREVIOUS NEWSLETTERS. SINCE THE RECENTLY HELD "WORLD OF ATARI EXPO", THERE HAS BEEN A COMPLETE LACK OF NEWS OR ANNOUNCEMENTS FORTHCOMING FROM EITHER ATARI OR THE MEDIA. THIS IS TRUE BOTH BEFORE OR AFTER THE EVENT. I THOUGHT IT ONLY APPROPRIATE TO RUN THEM AGAIN. NOW YOU CAN READ MORE ABOUT THE ITEMS YOU SAW AT THE SHOW. ACTUALLY THE ARTICLES ON BIX AND GENIE ARE NEW BUT IF YOU HAVE SEEN THEM BEFORE THEY ARE WORTH READING AGAIN

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ATARI NOW ON BIX

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SUNNYVALE, CALIF., 10 March, 1987 -- Atari Corporation is now on-line on BIX (BYTE Information Exchange), sponsored by BYTE magazine and appealing to a technical audience. Present on-line are Alex Leavens, Atari Technical Support Manager (bixname: alex1.), Neil Harris, Atari Director of Marketing Communications (bixname: neilharris), Jim Tittsler, Hardware Guru (bixname: jtittsler), and Landon Dyer, Software Guru (bixname: ldyer).

They are available in the ataricorp conference, to answer a broad range of technical, product and support issues. To sign up for BIX, dial your local Tymnet number, type the letter "A" when the system asks for a terminal identifier, type BIX as the system name and then "newuser" when it asks for a user name. BIX will take credit card and other information for billing. For more information on BIX, call (800) 227-2983 between 8:30 a.m. and 11 p.m. Eastern time Monday through Friday.

ATARI ON GENIE!!

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SUNNYVALE, CALIF., 10 March, 1987 -- Atari Corporation has now been on-line on GENie, the on-line service subsidiary of the General Electric Information Services Division of GE, for more than a month. During that time, there have been many special events, including an on-line conference with Atari president Sam Tramiel, (a transcript of which is available for downloading from GENie), and numerous other conferences.



Bay Area Atari Users Group



In addition to special events, Atari now maintains an Atari Corporation On-Line area for both the 8 bit and 16 bit computers. On-line every day are Alex Leavens, Atari's Technical Support Manager (GEnie: ALEXLEAVENS), and Neil Harris, Atari's Director of Marketing Communications (GEnie: NHARRIS). They answer questions, provide support, and 'get the word out' to people on Atari's current and future activities and products. "We have a very loyal base of users", said Leavens, "and we want to make sure they have the latest, most correct information to work with."

ATARI HAS A SPECIAL SIGN-UP OFFER!

To sign up for GEnie, call 1-(800) 638-8369. Before dialing, set the personal computer to half-duplex at 300 or 1200 baud. Upon connection, enter HHH and hit the return key. At the U# prompt, type XJM11887, Atari, and press the return key. GEnie will then ask for sign up information. A GEnie account becomes active at the end of the business day after signing up. For more information on GEnie, call (800) 638-9636, extension 21.

In addition to the live weekly GEnie RoundTables, the company sponsors bulletin board services for information sharing and software libraries containing thousands of public domain programs.

ATARI ANNOUNCES NEW PRODUCTS AT CES

Las Vegas, NV, Jan. 8 -- In a dramatic press conference held this morning at the Consumer Electronics Show, spokesmen for the Atari Corporation introduced a panoply of new products for 1987. Highlights included three significant new additions to Atari's flagship ST line of high-performance personal computers, a revolutionary low-cost laser printer, and an IBM PC-compatible personal computer of radically new design.

The new ST computers, dubbed "Mega STs 1, 2, and 4" incorporate one, two, and four megabytes of RAM, respectively. Encased in a newly-designed system unit with integral 800K microfloppy drive and detachable, ergonomic keyboard, the new machines are visibly different from Atari's current 520ST and 1040ST models, while remaining 100% compatible with them. Additional enhancements to the Mega machines include a battery-backed realtime clock, internal mounting space for an additional circuit board, and full external routing of the 68000 bus, making their architecture "wide open" for further enhancements. "We took all our customer's suggestions on how we could improve the ST, and incorporated them in this series," said Neil Harris, Atari's Director of Marketing Communications. Delivery of the new machines, via computer specialty stores, is expected to begin shortly at a price-point of "about \$1000."

The new Atari laser printer, shown in a prototype version, will match or exceed the performance of present laser printer systems while costing only about half as much -- about \$1500.

Atari has accomplished this enormous cost-saving by exploiting the power inherent in their ST computers. Coupled with a 2- or 4-megabyte Mega ST, the laser printer will form the output stage of a desktop publishing system costing less than \$3000 total.

Atari's new IBM PC-compatible machine, the Atari PC, is a radical departure from present "PC clone" designs, offering top-of-the-line compatibility and features at a record-breaking price of under \$500. Housed in a system unit similar to the Mega ST with integral 5-1/4" floppy drive and detachable XT-style keyboard, the PC/XT compatible Atari PC sports 512K RAM standard (expandable to 640K on the motherboard), an additional 256K of graphics-dedicated RAM, a custom graphics chip providing enhanced EGA, CGA, IBM Monochrome, and Hercules graphics capabilities, and a Microsoft compatible mouse. It operates at the IBM standard 4.77 Mhz or at a high-speed 8 Mhz "turbo mode," and provides for the addition of an 8087 math coprocessor at either speed. A monochrome monitor designed for use with the Atari PC was also announced. Costing under \$200, the monitor supports all Atari PC graphics modes, including the high-resolution, multicolor EGA mode in grey-scale. Shipments of the Atari PC will begin in March.

The new products -- perceived by some as the fulfillment of promises made over a year ago by Atari CEO Jack Tramiel -- are universally hailed as milestones for the Atari Corporation. One informed onlooker commented: "It's as if Atari, in one fell swoop, had stepped to the leading edge in three markets: high-performance workstations, desktop publishing systems, and the lucrative PC-compatible game. They're going to be the company to watch in 1987."

With somewhat less fanfare, Atari also announced a new slimline 20-megabyte Winchester drive for its ST line, incorporating an extra port for daisy-chaining with other DMA-compatible peripherals, such as the new laser printer. At the same time, Atari announced price reductions on existing ST models. A 520ST CPU will now be available for under \$300 retail, a 1040ST with monochrome monitor for around \$899, and a 1040ST with color monitor for around \$1099.

LOW-COST ATARI LASER PRINTER PROMISES "REVOLUTION" IN DESKTOP PUBLISHING

Las Vegas, NV Jan. 8 -- A prototype laser printer, being demonstrated by Atari here at CES, will form the basis



Bay Area Atari Users Group



for a full-featured desktop publishing system costing less than half the price of systems built around competing architectures. Designed to interface with Atari's ST line of high-performance personal computers, the new laser printer will be taken to market later this year at the astoundingly low price of around \$1500.

"Desktop publishing" -- the use of personal computers to produce high-quality printed matter -- has become a burgeoning industry over the past two years. Powerful, graphics-oriented personal computers such as the Atari ST are now routinely used in typesetting, page design, paste-up, and -- in combination with high-resolution laser printers -- for producing high-quality, "camera ready" output. However, largely because the price of laser printers has remained high, the cost of a desktop publishing system is still out of reach for many.

By redesigning the standard laser printer to take advantage of the power latent in the ST line -- particularly the new Mega STs -- Atari hopes to make full-featured desktop publishing a reality at less than \$3000 for a complete system; about what a conventional laser printer costs today. Designed to interface with the ST's high-speed DMA (Direct Memory Access) port and incorporating a standard laser "engine," the Atari laser printer will produce rapid throughput at 300 dots-per-inch resolution. Though technical details have not yet been revealed, Shiraz Shivji, head of Atari's hardware engineering division, states that Atari "has designed an admirably flexible system that includes all the advantages and few of the disadvantages of present laser printer architectures. The printer will be able to handle multiple fonts and standard page-description languages at the discretion of software. Moreover, adapting present software to use the laser printer's full capabilities should be fairly simple, providing such software has been written in conformance with GEM standards."

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THE ATARI PC -- "MORE THAN JUST ANOTHER PRETTY CLONE."

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Las Vegas, NV Jan. 8 -- The audience at this morning's CES press conference was stunned to learn that Atari Corporation, long a manufacturer of proprietary, high-performance home and personal computers, is planning to market an IBM PC-compatible machine. Industry insiders, however, were quick to note that Atari has always been known for bringing state-of-the-art products to market at low prices and for driving the industry by finding and staking out new turf. In this context, it is less surprising that Atari has chosen to bring their special brand of competition where, for the moment, the competition is hottest. "We saw no reason to ignore the fact that there are profits to be made in the IBM PC-compatible marketplace at this time." Says Neil Harris, Atari's Director of Marketing

Communications, "especially since it is a different market than the one we are addressing with our high-end, flagship ST systems."

Presently, the PC-compatible industry is moving in two directions. At the low end, a group of more-or-less anonymous clone makers are packaging "bare bones" systems for the mail-order market. Buyers of such machines often find that they must add several hundred dollars worth of extra hardware before their "bargain systems" can accomplish useful work. At the high end, clone makers such as Leading Edge and Compaq are providing more complete systems than IBM itself. At prices starting at around \$1200 and up, however, these machines can only be considered bargains in comparison with the even higher cost of going with Big Blue.

In designing their PC, Atari management decided to run counter to both dominant trends. Instead, they reasoned that by applying new technology and old-fashioned manufacturing leverage, they could bring to market a fully-loaded, state-of-the-art system -- a "here's everything you'll ever need" PC -- at a price-point low enough to undercut even the "el cheapo" clone makers.

They appear to have succeeded. The Atari PC, which will retail for "around \$500," is a compact and elegant system loaded with features not found on systems costing literally thousands of dollars more. Measuring about 14" square by only 2" high, the Atari PC system unit includes a built-in, half-height 5-1/4" diskette drive and integral power supply. An XT-style keyboard attaches to the unit via a coiled cable. A second 5-1/4" drive or ST-style 3-1/2" drive, capable of reading disks in either ST or IBM format, can be attached externally. But that's just the beginning.

The Atari PC comes with 512K of RAM, expandable to 640K via sockets on the motherboard. Standard serial, parallel, and combination video ports, and an ST-style disk port, are all included. A mouse port, based on the Microsoft INPORT chip, is built in, and an ST-type mouse is included with the system. Thus, unlike competing PC-compatible systems, the Atari PC will be able to run PC GEM, Microsoft Windows, and mouse-based programs like Microsoft Word, right out of the box.

The Atari PC employs an Intel 8088 microprocessor which can run at 4.77 Mhz and in an enhanced, 8 Mhz, "turbo mode." An 8087 math coprocessor, running at either speed, can be added via a socket on the motherboard.

As one would expect, Atari has paid special attention to the Atari PC's graphics capabilities. Most low-cost PC compatibles support only the IBM Monochrome mode, and are thus text-only systems. A few of the more expensive clones include IBM Color Graphics Adapter (CGA) and/or Hercules



Bay Area Atari Users Group



monochrome graphics capabilities. IBM Enhanced Graphics Adapter (EGA) 640 x 350 x 16-color graphics capabilities have, in the past, only been accessible via expensive upgrades to a system's display circuitry and the purchase of costly high-resolution monitors. Moreover, purchasers of the supposedly downward-compatible EGA enhancements have often been disappointed to discover that IBM-style EGA isn't as downward compatible as they hoped -- some CGA software won't run.

Yet, Atari has managed to shoehorn IBM Monochrome, CGA, EGA, and Hercules graphics capabilities into the Atari PC. Besides the fact that the Atari PC is the only PC-compatible to include EGA graphics as a standard feature, Atari's Shiraz Shivji notes: "our EGA is completely downward-compatible with CGA. As a result, users will experience no compatibility problems when using the lower graphics modes." What's more, Atari has announced a \$200 monochrome greenscreen monitor for use with the Atari PC that can display all its graphics modes; including the high resolution EGA color mode, using intensity gradients (gray scales) to represent colors. This is the first monitor that incorporates these capabilities. "The monitor is intelligent," says Shivji, "and recognizes the frequency of signals coming from the combination video port, adjusting itself appropriately to display whatever kind of text or graphics the machine produces."

The Atari PC is virtually 100% compatible with software available for the IBM PC and XT. While its slimline housing provides no room for mounting internal circuit cards, it is doubtful that more than a handful of users will require more capabilities than the machine provides in its off-the-shelf configuration. For those who do, Atari intends to provide an external expansion box in the near future.

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FLAGSHIPS OF THE ATARI LINE: NEW MEGA ST WORKSTATIONS OFFER "POWER WITHOUT THE PRICE" FOR DESKTOP PUBLISHING, PROFESSIONAL APPLICATIONS.

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Las Vegas, NV Jan. 8 -- Atari's new Mega ST 1, 2, and 4 computers, announced today at the Consumer Electronics Show, create new personal computer price/performance standards -- standards that the rest of the computer industry will be hard-pressed to meet or beat in 1987. Available starting at \$1000, the new machines will offer up to four megabytes of RAM memory: sixteen times that of most standard, high-end workstations.

The Mega ST is housed in an independent "system unit," about 22" square by 2" high, containing the CPU, a double-sided floppy drive and an internal power supply. The ST's normal complement of ports, including those for DMA, S-232 serial, parallel, disk, video, cartridge, MIDI, mouse, and joystick, plus an additional port for connecting the

detachable, ergonomic keyboard, are included. The Mega ST system unit is reinforced to support a monitor and can be stacked with other components -- notably the enhanced 20-megabyte hard disk drive. Even fully loaded, it will take up far less room than present ST configurations.

The sleek new Mega chassis contains a redesigned ST motherboard, sporting significant enhancements. A battery-backed clock/calendar is now standard equipment, eliminating the present need to set time manually on power-up. The clock runs off alkaline penlight batteries -- more easily obtainable and less expensive than "coin-type" lithium cells.

The Mega ST architecture is "wide open," permitting internal and external expansion with add-on circuit cards. The new design provides full access to the 68000 bus and power supply, and fixtures have been provided for installing a circuit board inside the case. Further expansion is possible by routing the bus outside to an external card-cage. RAM expansion up to 16 megabytes and networking capabilities will soon be available from Atari as low-cost add-ons.

The Mega ST's detachable keyboard is designed to the highest ergonomic standards for convenience and ease of use. Connected to the system unit by a coiled cable, the new keyboard can be held comfortably in the lap. When placed on the desktop, adjustable legs fold down to support the unit at the preferred typing angle. Internally, the keyboard has been enhanced with high-quality key switches for improved tactile and auditory feedback, better "feel," and increased reliability.

Where does the Mega line stand in relation to other Atari products? "They're our flagships," says Atari spokesman Neil Harris. "The Mega STs represent Atari's continued strong support of the ST architecture." They are also physical proof that Atari has been listening to its users and taking their advice seriously. "Most of the improvements we've made in the basic ST design have been taken from 'wish lists' that have come out of our dialogue with users over the past year," Harris says.

With vastly expanded memory, an open architecture, a more compact configuration with integrated peripherals, and an improved keyboard, the Mega machines are clearly intended as "professional" computers. Networking capabilities and sufficient memory for running multiple, co-resident applications, plus the promise of desktop publishing (in combination with the upcoming Atari laser printer) are sure to make the Mega ST an office favorite in the coming year.



Knarf's Korner

by F. P. Nagle

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A True Story:

Having worked in Data Processing for over 15 years, and in Project Management for over 8, I thought this article says it all when it comes to systems in Data Processing. I hope you find this article as amusing as I did.

Frank P. Nagle

GENESIS

Release 2.5

by Rev. H.R. Stockert

IN THE BEGINNING the Project Manager created the Programming Staff. The Programming Staff was without form and structure. And the Project Manager said, "Let there be Organization". And there was Organization. And the Project Manager saw that Organization was good; and the Project Manager separated the workers from the supervisors, and he called the supervisors -- "Management" --, and he called the workers -- "Exempt".

And the Project Manager said,

"Let there be a mission in the midst of the Organization, and let it separate the workers, one from another." And the Project Manager separated those who were to benefit from The System from those who were to build it. And he called the former -- "Users", and he called the latter -- "Programmers".

And the Project Manager said, "Let all the Programmers in the Organization be gathered together in one place, and let a Chief Programmer be brought up to lead them." And it was so. And the Project Manager saw that he was competent.

And the Project Manager said unto the Chief Programmer, "Create for me a schedule so that I may look upon the schedule and know the Due Date." And the Chief Programmer went among his staff and consulted with them. And the staff was divided into two parts, one part was called -- "Analysts", and the other part was called -- "Application Programmers". And the Analysts went back to their desks and estimated as was their custom. And it came to pass that each Analyst brought his estimate to the Chief Programmer, whereupon he collected them, summarized them, and drew a PERT Chart. And the Chief Programmer went unto the Project Manager and presented to him the estimate saying, "It shall take ten months". And the Project Manager was not pleased and

said, "I have brought you up from the depths of the staff; you have not grasped the 'Big Picture'." And the Project Manager hired consultants, and then authorized overtime, and he said to the Chief Programmer, "Behold, see all that I have done! The Due Date will be in five months." The Chief Programmer was much impressed and went from before the Project Manager and proceeded to implement The System.

And the Chief Programmer sent his Analysts to the Users and said, "Let Specifications be written." And there were meetings, and lunches, and telephone calls. And the Specifications were written. And there was a Payday and the Happy Hour, one month.

And the Chief Programmer examined the Specifications and saw that they were too ambitious. And he separated the mandatory features from the optional features, and he called the mandatory features -- "Requirements", and he called the optional features -- "Deferred", and the Users called him names. And the Chief Programmer gave the Specifications to the Analysts and said, "Let the Requirements be analyzed and let the Files be designed."

And it was so. And the Chief Programmer said, "Let the Software Houses put forth all manner of Salesmen, and let us have a Data Management System." And it was so. The Software Houses brought

forth all manner of Salesmen who presented their packages, and claimed wondrous things for them each according to his own file structure. And it came to pass that a Data Management System was selected; and the Chief Programmer saw that it was good. And there was a Payday and the Happy Hour, a second month.

And the Chief Programmer said, "Let the System be divided into parts, and let each part be called a 'Module'. And let programming teams be formed and let each be assigned to write a Module." And it was so. And the Chief Programmer created the programming teams with two levels, a greater and a lesser; and he called the greater the "Senior Programmers", and he called the lesser the "Junior Programmers". And he gave the greater dominion over the lesser. And the Chief Programmer saw it was good. And the Junior Programmers saw it differently. And there was a Payday and the Happy Hour, a third month.

And the Chief Programmer said, "Let the programming be started and let much overtime be consumed, for there is but two months left." And the Programmers, both the Senior and the Junior, were much afraid, and they strove to please the Chief Programmer. Then they flowcharted and they coded, each in his own fashion. And the Chief Programmer looked upon the work and liked it not. And the Chief Programmer said, "Let there be a Standard", and there was a Standard. And the Programmers looked upon the Standard and liked it not. And there was a Payday and the Happy Hour, a fourth month.

And the Chief Programmer said "Let there be Progress

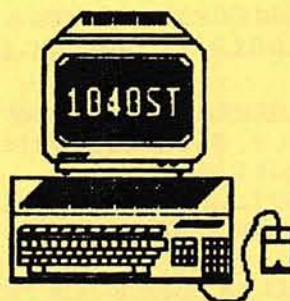
Reports, so we can monitor and control", and there were Progress Reports. And the Chief Programmer looked upon the Progress Reports and saw that the Due Date was not to be met. And the Chief Programmer arose, pressed his suit, shaved his beard, and went unto the Project Manager, and groveled. And the Chief Programmer pointed his fingers, and caused Blame to issue forth upon all manner of creatures who sold Hardware and Software. And the Chief Programmer asked for an Extension.

And the Project Manager was exceedingly angry, and cast doubts upon the Chief Programmer's ancestry; and uttered a multitude of threats. But it came to pass that an Extension was granted; and the Chief Programmer took the Extension back to the programming teams, and there was much rejoicing. And the programming of the modules was completed. And there was a Payday and the Happy Hour, a fifth month.

And the Chief Programmer said, "Let the Modules be integrated, one with another, so that System Testing may begin." And it was so. Two by two the Modules were integrated, one with another. And great difficulties were experienced, and many hours of overtime were used, and many cups of coffee were consumed. And it came to pass that System Testing was completed. And there was a Payday and the Happy Hour, a sixth month.

Then the Chief Programmer did come unto the Project Manager and said unto him, "Behold, I bring you good tidings of great joy which will come to all the Users; for on this day The System is completed." And suddenly

there was with them a multitude of Users praising the Chief Programmer saying, "Glory be to The System in the highest, but can you make this one small change?"



+



The newest upgrade to Magic Sac, 4.35, is probably one of the best reasons for owning a Magic Sac. Along with EPSTART, a program to allow printing to an Epson printer, rather than an Imagewriter, you now have the full power of a Mac on the ST! Another item of interest is the new disk drive which should be available in the next month. Attach this to your ST and read Mac disks direct. NO MORE SPECIAL FORMATS!!! Price is still an unknown, but most likely in the \$200 - \$300 range.

Until next month ---

Happy Astarling !!!





Bay Area Atari Users Group



HOT-LINE / HELP-LINE

Gordon Anderson (408)247-4794 Eves. New Users Group/SIG

Richard Anderson (408)281-8139 Eves. 7-10 Quees. ranging from Telecommunications to Letter, Data, & Spell Perfect. Genealogy SIG

Loretta Colbourn (408)972-4456 General questions

John Crane (408)268-7317 days, 447-6804 eves., general computer questions. BASIC & FORTH.

Gene McCrory (408) 628-7484 eves. 8-9:30, general computer use, BASIC, ASSEMBLY.

Steve Quigley (408)297-4790 eves. 8-11 Beginners and Educational Software, general questions

John Schreier (408)281-8930 eves. 6-9 ST Questions

Bill Richardson (408) 446-2242 Speedscript, BASIC, ASSEMBLY, 825 & 1020 Printers, Electronics Projects/parts & help.

Gary Furr (mail only) P.O. Box 1073, Mountain View, CA. 94042-1073; questions on Atariwriter & printer drivers.

Mike Morrow (415)570-7478 Personal Pascal for ST

Bruce Coleman (408)288-7376 Eve. 8-11 except Thurs. 8-Bit General Use, BASIC, BASIC XL

Rich Lewis (408) 985-0251 Eve. 6-8 BASIC. Atari Desktop, Atariwriter, ACTION, 8-bit general

INFORMATION

This newsletter is published monthly by the BAY AREA ATARI USERS GROUP located in the heart of Silicon Valley and the backyard of Atari (U.S.) Corp. We accept commercial advertising as a way of offsetting the publication costs at the following rates:

FULL PAGE - \$50.00 QUARTER PAGE - \$15.00

HALF PAGE - \$30.00 BUSINESS CARD - \$10.00

Camera ready ad copy should be supplied by the first week of the month for publication in the next month's newsletter. Every attempt will be made to include your ad in the appropriate issue. The publishers reserve the right to hold copy if space and time are not available.

NEWSLETTER ARTICLES

Articles are accepted in any format, but upload to the BAAUG BBS is PREFERRED. (408)358-1520

**YOU CAN BE ONE OF THE HOT-LINE/
HELP-LINE VOLUNTEERS. JUST LET
US KNOW YOU WANT TO HELP.**

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PALO ALTO, CA 94303

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